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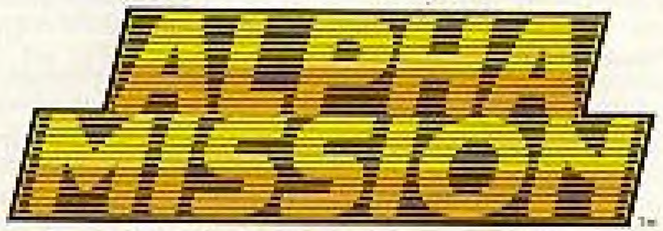

AVAILABLE FALL '87

SNK CORPORATION OF AMERICA
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NES-AN-USA

INSTRUCTION MANUAL

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo® ENTERTAINMENT SYSTEM™

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

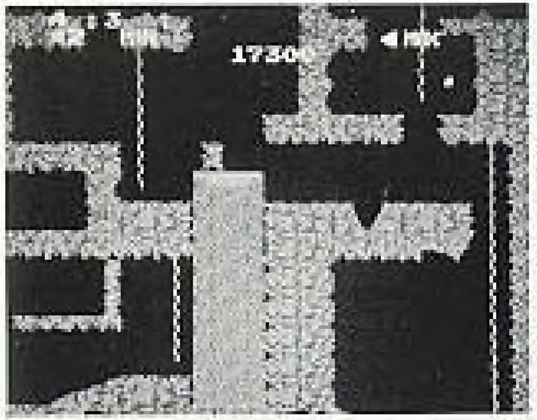
Thank you for selecting ATHENA from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

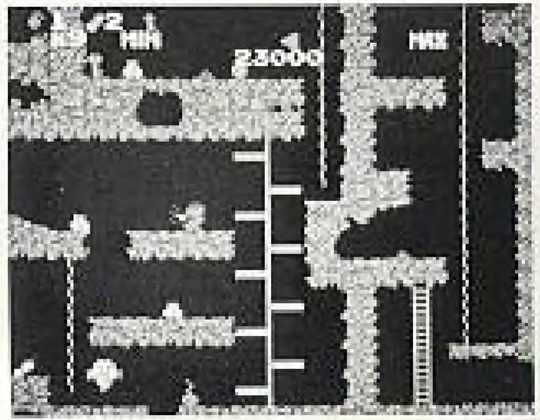
TABLE OF CONTENTS

The Story 4
The Controller 5
Screen Displays 6
Life Flowers 7
Weapons 8
Defense Objects 10
Other Objects 11
Enemies 13

THE STORY

I am ATHENA. They call me the Goddess of Wisdom, but I have grown weary of my dull life in the castle. The Fantasy World beyond the castle walls beckons to me! Strange and fearsome creatures will attack me at every turn. But I will find weapons along the way: a ball and chain, a bow and arrow, or a mighty sword will be my defense! In the Fantasy World, I can put on wings and take to the sky, or become a mermaid to explore the ocean depths. There, the Goddess of Wisdom can become the Princess of Victory!



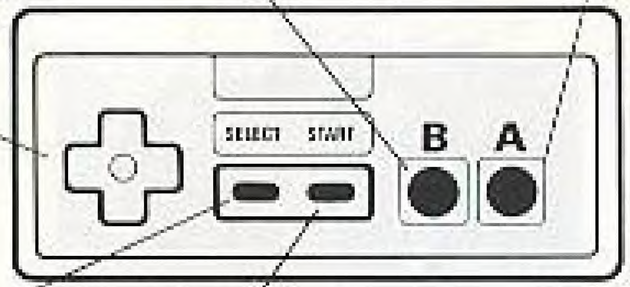


THE CONTROLLER

Control Pad:
Press top of pad to climb up ivy and ladders; press left side to move left; press right side to move right; and press bottom of pad to crouch or climb down ivy and ladders.

B Button:
Press to pick up Weapons. At the beginning of the game, ATHENA kicks without any Weapons.

A Button:
Press to dodge enemies or to break brick and rock walls. When ATHENA is underwater or in the sky, use this button together with the Control Pad.



Select Button:
Press once to display objects thus far collected. Press again to return to Play mode.

Start Button:
Press to start the game; or press while playing to interrupt game (pause), then press again to continue playing.

Note:
This game is only for one player. You cannot alternate with another player.

SCREEN DISPLAYS

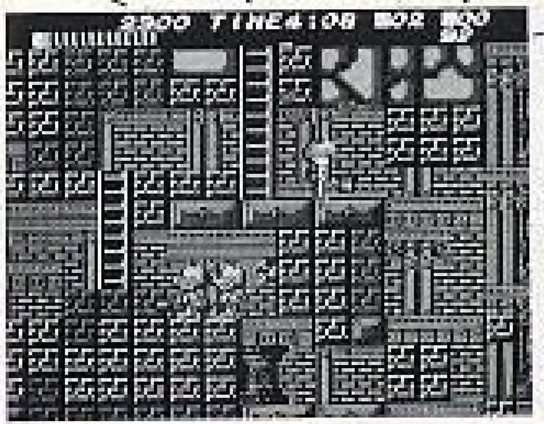
Score:
Score points by destroying enemies and picking up Money Bags.

Time:
Counts down as you play. When it reaches "00", ATHENA dies.

Strength:
Shows ATHENA's attacking power. It can be increased by picking up Weapons and certain Objects.

Hit Points:
Shows ATHENA's defense power. It can be increased by picking up Weapons and certain Objects.

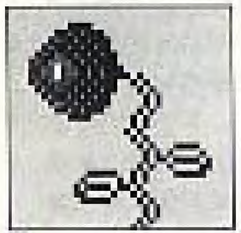
Life Gauge:
Decreases each time ATHENA is hit. When it reaches "0", ATHENA dies.



Number of ATHENAs:
Shows how many ATHENAs you have.

LIFE FLOWERS

At a certain stage of the game, Life Flowers appear. Whenever you find Life Flowers, smash them by kicking or using Weapons. Life Hearts will then appear. Each Life Heart that you catch adds 1 to your Life Gauge. Sometimes Crystal Hearts appear; catching them will add 2 to your Life Gauge.



Life Flower

Life Heart

Crystal Heart

WEAPONS

Destroying enemies or breaking rock and brick walls causes various Weapons to appear. Pick them up to increase your strength.

Billy Club:
Use to destroy enemies, and to break rock and brick walls by hitting them twice.

Iron Ball and Chain:
Use to destroy enemies at a distance, and to break rock and brick walls with one blow.

Hammer:
Use to destroy enemies, and to break rock and brick walls with one blow.

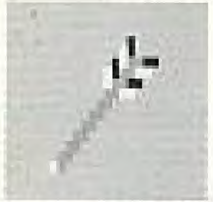
Sword (blue/yellow/red):
Sword changes to three colors as power increases.

Bow and Arrow:
Use to destroy enemies at a distance.

Magic Stick:
Fires Magic Power.

Fire Sword:
Fire from this sword expands to destroy enemies and break rock and brick walls at a wide range.

Fire Arrow:
Powerful attack with Flaming Bow and Arrow.



Arrow:
More powerful than Bow and Arrow.

Magic Book:
The strongest Magic Power.

Magic Scroll:
Extra-strong Magic Power.

DEFENSE OBJECTS

Destroying enemies or breaking rock and brick walls causes various Defense Objects to appear. Pick them up for protection against attack.

Iron Helmet (green)/ Bronze Helmet (blue)/ Dragon Helmet (yellow): Use to break rock and brick walls by jumping. Helmets increase in power from green to blue to yellow.

Iron Armor (green)/ Bronze Armor (blue)/ Braves Armor (yellow): For three levels of defense power.

Iron Shield (green)/ Bronze Shield (blue): For protection against frontal attack.

Lion's Shield (yellow): For strongest protection against frontal attack.

OTHER OBJECTS

Besides Weapons and Defense Objects, there are many hidden treasures to be found. Breaking rock and brick walls will reveal them.

Money Bag: Increases your score.

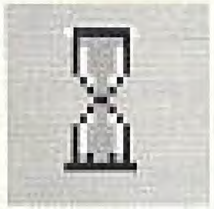
Magic Lamp: Allows you to enter the next world from the hidden room.

Ciba's Mirror (blue): Makes your Defense Objects last longer.

Wisdom Crown (blue): Makes your Defense Objects stronger by one level.

Fighter's Ring (blue): Makes your Weapons stronger by one level.

Poison Vase (red)/ Anti-Poison Vase (blue)



Hourglass (blue):
Extends your time.

?

Pegasus Wing:
Gives ATHENA flying ability.

?

Shell Necklace:
Changes ATHENA into a mermaid.

K-Mark Slate:
Move through the K-Mark and ATHENA keeps Weapons and Treasures at next level of play. Destroy the K-Mark and ATHENA dies and loses all that she has gained.

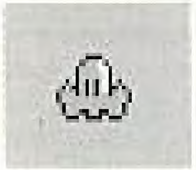
ENEMIES

Here are some of ATHENA's enemies in the Fantasy World.

Joss

Pablo

Gabby



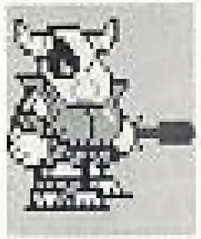
Goober

Davi

Rachie

Kat

Momo



Jazzo

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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